



## Puffle Wild – Puffle Reactions

### Design Requirements

#### Match 3 Gameplay – Puffle Reactions

- **Idle**
  - Looping animation
  - **Usage:** Used for most of gameplay - when no other reaction triggers occur, there is no player input, and during Quit/How to Play popup windows.
  - **Description:**
    - Puffle should be in a generally pleased state, but not overly happy. A subtle smile, looking around from time to time and blinking.
    - The idle animation should be include some randomness so it does not look like a mechanical loop, and if multiple puffles are displayed they do not all display the same synchronous animation.
- **Happy reaction**
  - 1 time animation - 3-4 seconds
  - **Usage:** Occurs when the player successfully triggers a color bomb, combines 2 power ups, and/or triggers an event level 4 score combo (see "*PuffleWild\_scoring\_system*").
  - **Description:**
    - Puffle shifts its attention toward the board, smiles happily and give a slight bounce.
    - All puffles can trigger this reaction synchronously.
- **Sad reaction**
  - Looping animation
  - **Usage:** Occurs if the player loses the level. Animation loops through the loss popup screen.
  - **Description:**
    - Puffle gives a slightly sad face looking downward.
    - All puffles can trigger this reaction synchronously.





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- **Celebration**

- Looping animation
- **Usage:** Occurs when the player wins the level (after the “Sugar Crush”). Animation loops through the win popup screen.
- **Description:**
  - Puffle is extremely happy showing a wide smile, bouncing up and down (if possible does an occasional backflip).
  - The celebration animation should be include some randomness so it does not look like a mechanical loop, and if multiple puffles are displayed they do not all display the same synchronous animation.

- **Eating**

- 1 time animation - 2-3 seconds (+time for berries to fly over)
- **Usage:** Occurs anytime berries that match a puffle’s color are cleared. Instead of popping on the board, the berries fly over to the corresponding puffle.
- **Description:**
  - All puffles can trigger this reaction synchronously.
  - Puffle happily opens its mouth wide and takes bites into the stream of berries flying over from the board.
  - Eating animation doesn’t have to match up perfectly with the amount of berries flying over.
  - Animation should anticipate the timing of the berries flying to the puffle from the game board which may take 1-2 seconds.
  - Juice pop particle effects should appear as the puffle bites into the incoming berries.





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- **Reach full charge**

- 1 time animation - 2-3 seconds
- **Usage:** Occurs when a puffle reaches full charge.
- **Description:**
  - Puffle jumps up and hovers momentarily in the air.
  - During the hover moment, an energy visual effect radiates out from the puffle. The puffle should have a look of empowerment and confidence.
  - The puffle then drops back into place.



- **"Charged" state (visual effect overlaid on top of normal reactions)**

- Looping animation
- **Usage:** A visual effect is overlaid on the puffle's above listed reactions when the puffle is fully charged.
- **Description:**
  - Use the regular animations (idle, happy reaction, sad reaction, eating, etc) but overlay a looping visual effect to represent the puffle is powered. This effect can be a glow radiating from the puffle, energy particles floating up from the puffle, etc.





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- **Use powerup** (need to finalize power up scope)
  - 1 time animation – 3-4 seconds.
  - **Usage:** Triggered when puffle is fully charged and player taps the puffle to activate.
  - **Description:** Puffle
    - Option 1: Low scope- all puffles use the same animation. Puffle jumps up and hovers mid-air, and a dramatic energy visual effect radiates out from the puffle. (see image below)
    - Option 2: Medium scope- 3-4 animations created, and divided amongst the different puffles based on power up effect.
      - Animations may include puffle jumping in place similar to option 1 above, and also the puffle jumping from its perch onto a location on the board.
    - Option 3: High scope- each puffle color has a custom animation, using props if needed.
    - *After the power up animation occurs, the puffle reverts back to normal (not-charged state)*

